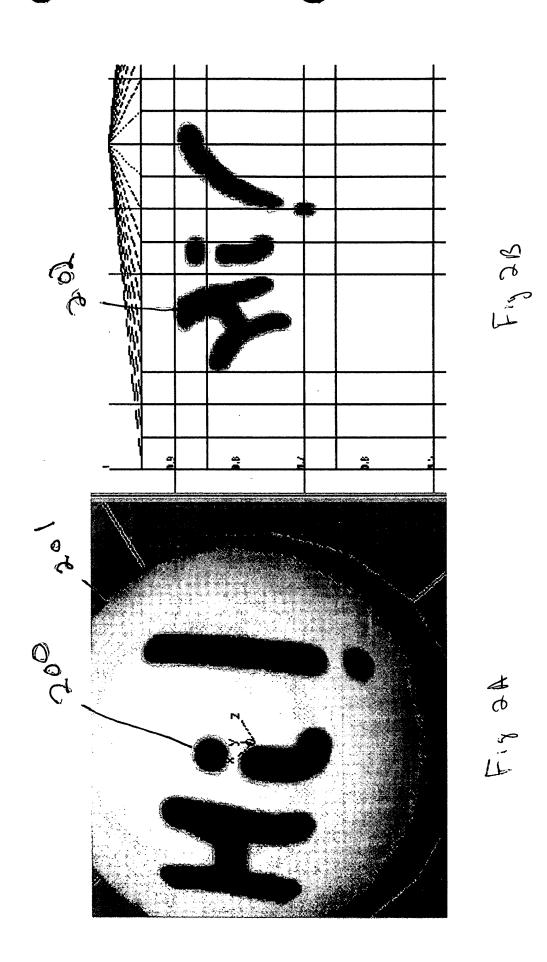
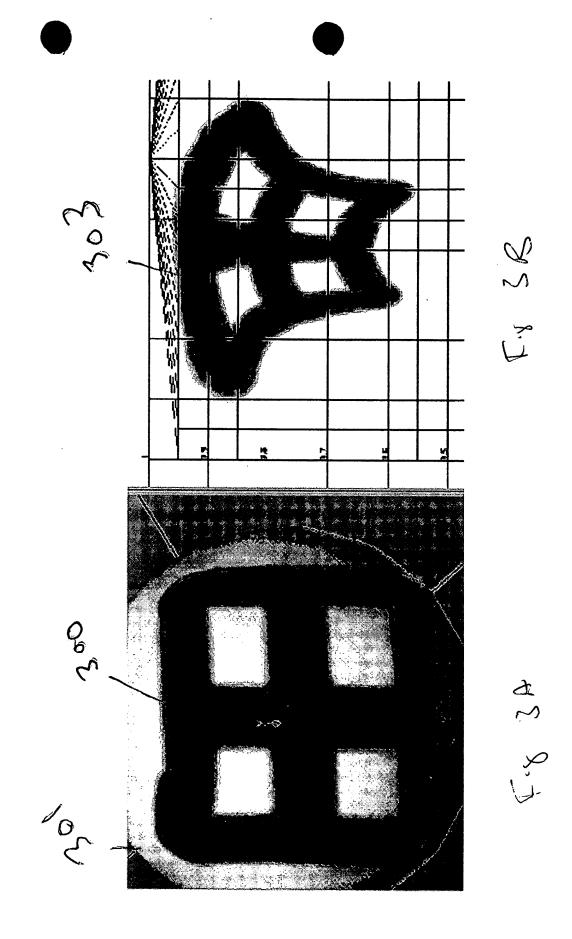


F1x 16





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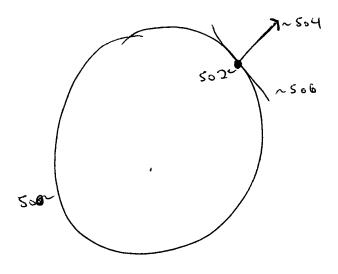


Fig SA

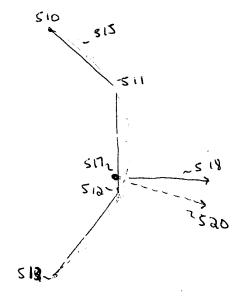
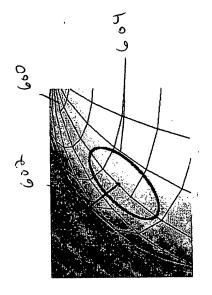
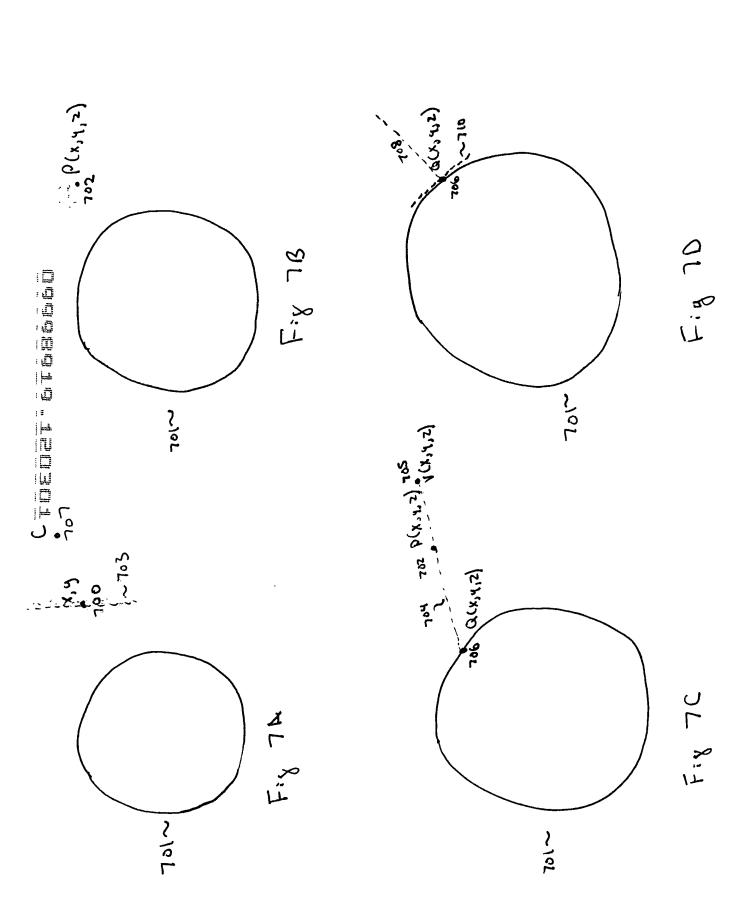
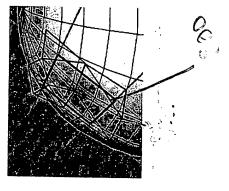


Fig SB

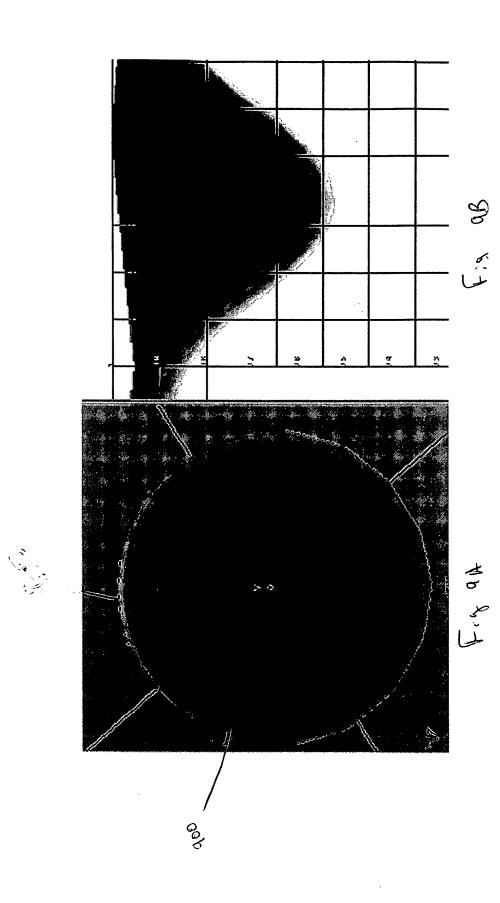


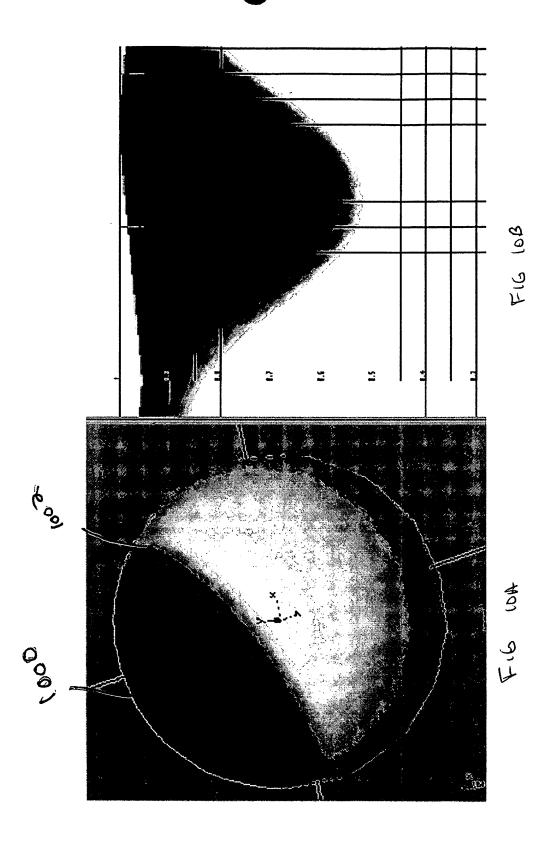
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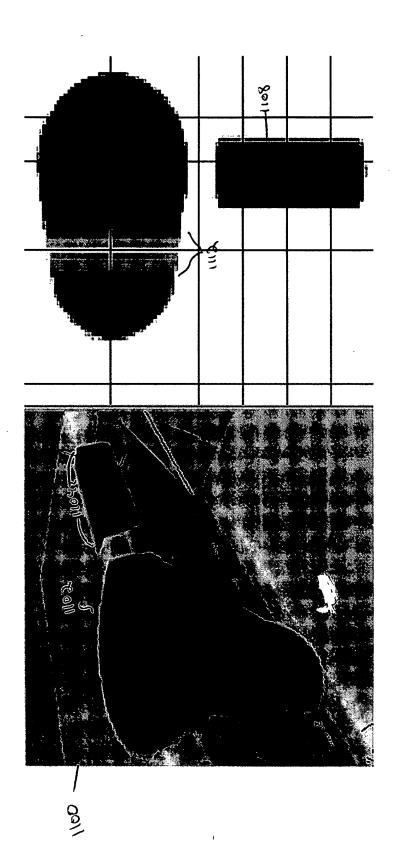


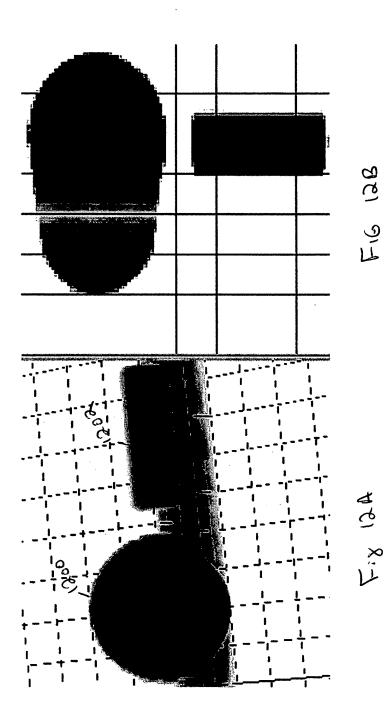
Lifere S

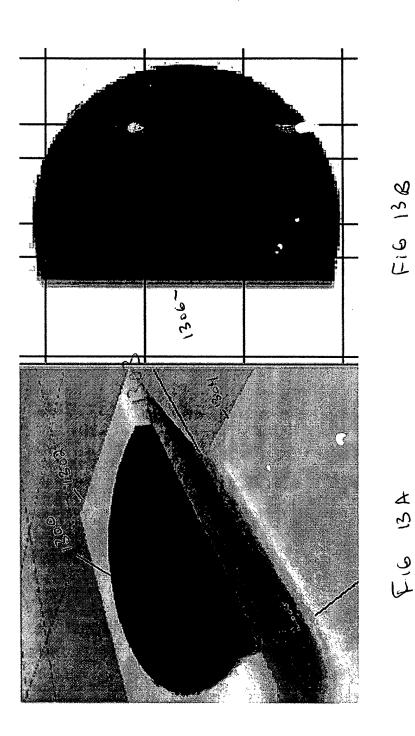


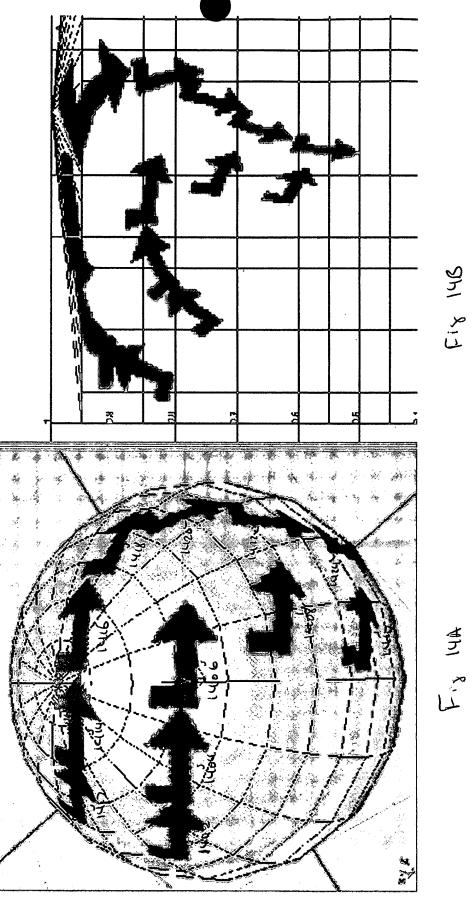


F16 118









Eiy 14B

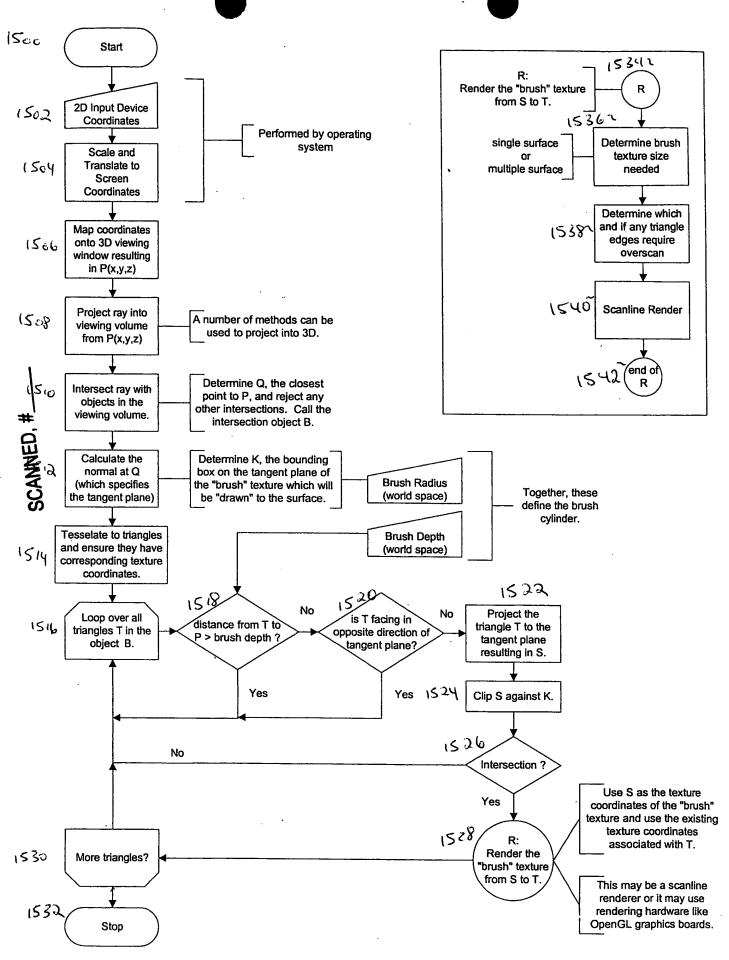
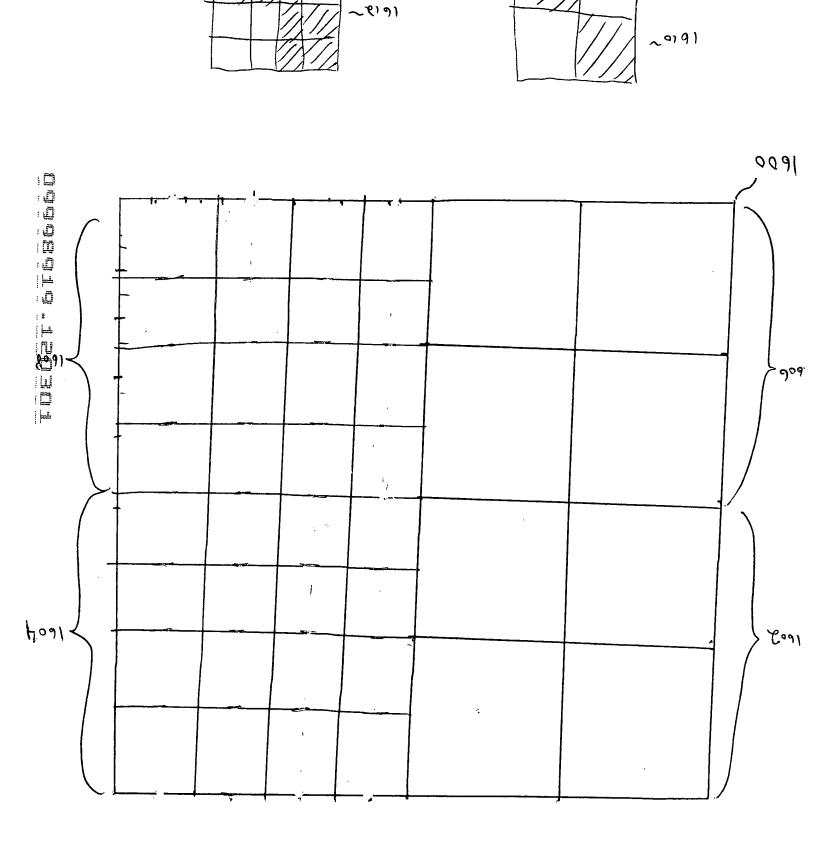


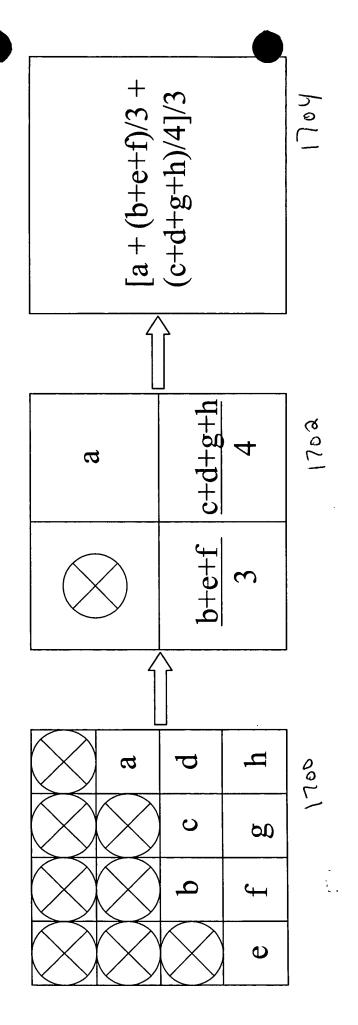
Fig 15



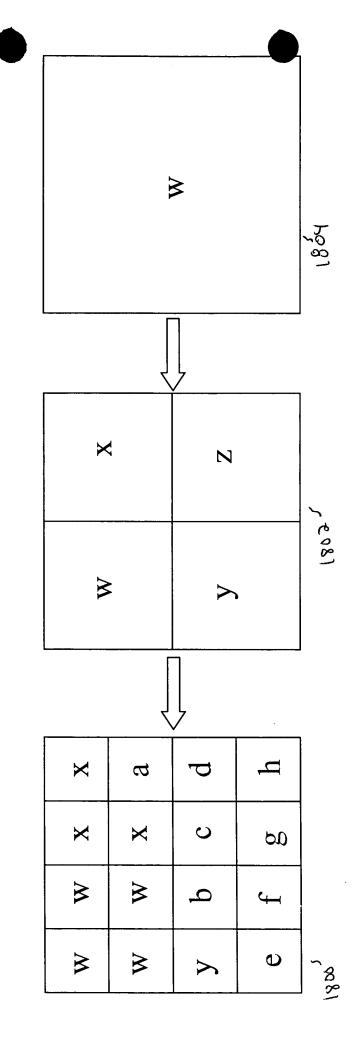
After standard paint and overscan techniques are used, the image is processed to fill all the remaining background pixels: \otimes .

First step computes the mipmap levels keeping track of background pixels:

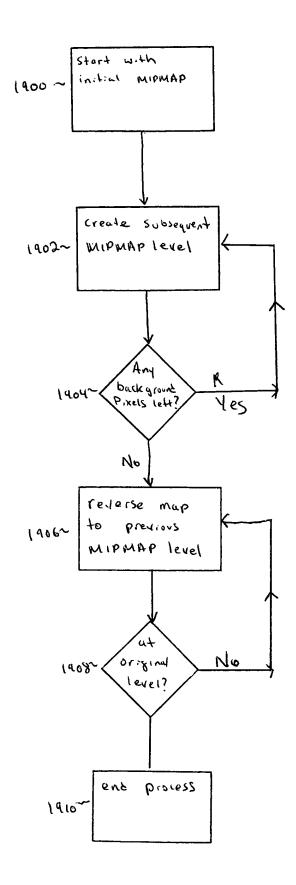
- If the 4 pixels at previous level are background pixels, the new one is background too.
- Otherwise, the color is the average of the non background pixels.



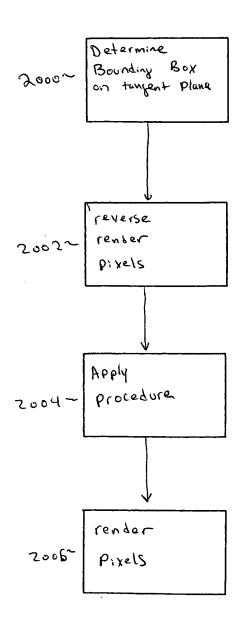
Second step traverses the mipmap the other way, and assign the coarser level values to the corresponding background pixels.



8) X; L



F.3 19



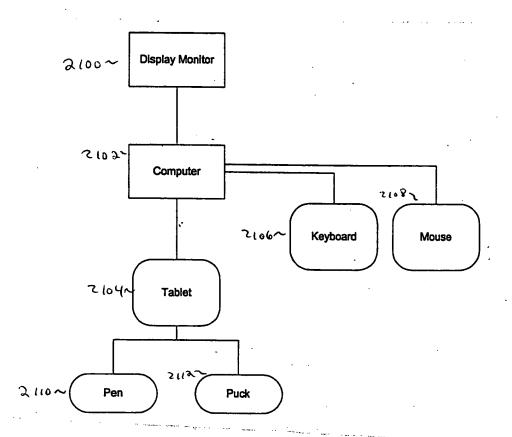


Fig 21